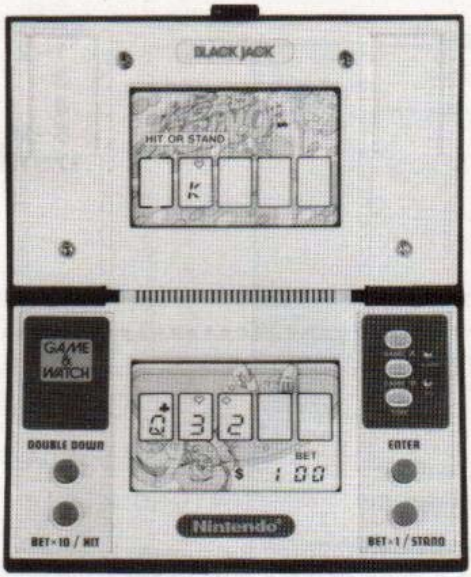


GAME & WATCH™ MULTI SCREEN

BLACK JACK

(BJ-60)

INSTRUCTION

Nintendo®

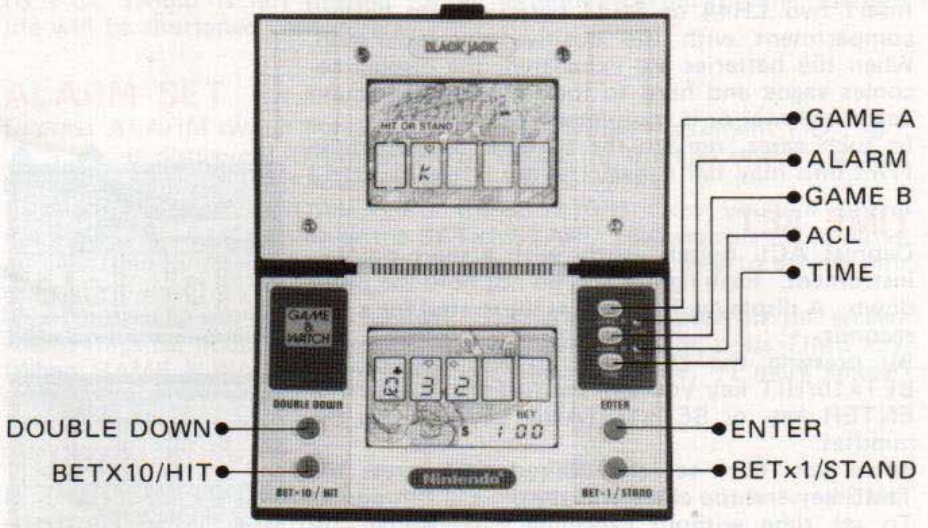
© Nintendo 1985

CONTENTS

	PAGE
NAME OF EACH PART	1~2
BATTERIES · TIME SET	3
ALARM SET	4
HOW TO PLAY	5~16
CAUTIONS	17~18
SPECIFICATIONS	

NAME OF EACH PART

Game A key : For BLACKJACK game
Game B key : For Number Matching game
Time key : Time display
ACL switch : Depress lightly with a sharp-pointed instrument.
ALARM switch : Depress lightly with a sharp-pointed instrument.

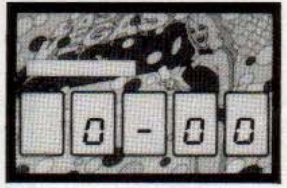


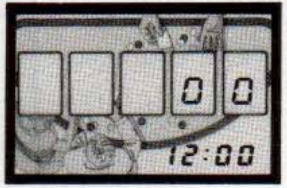
INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or is completely lost.
In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Depress ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated for a few seconds.
By pressing the DOUBLE DOWN key or the BETx10/HIT key you will control the hours. The ENTER key or BETx1/STAND key controls the minutes.
When you have set the desired time, press the TIME key and the clock will start.
To set time without canceling max. wallet and alarm time, press TIME key and while holding it





in, press and release ALARM switch.
(If ACL switch is left pressed for an extended period of time, battery life will be shortened considerably.)

ALARM SET

Depress ALARM switch lightly with a sharp-pointed instrument (♡ , ◇ , ♤ , ♧ is displayed) Trumpet should appear (if trumpet doesn't appear, push again). Alarm is set when trumpet is on the screen.
By pressing DOUBLE DOWN key or the BETx10/HIT key, you will control the hours. The ENTER key or the BETx1/STAND key controls the minutes. After setting numbers in the above manner, push TIME key to set the time as an alarm time.
When pre-set alarm time is reached, ♬ mark will appear on the screen. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, ♬ mark appears without sound.)

SCREEN DISPLAY

In TIME mode, hours and minutes are displayed on the upper screen, seconds and alarm time on the lower screen.
A 24 hour time display.

HOW TO PLAY

GAME A (BLACKJACK)

Play Blackjack, one of the world's most popular card games. A one-player game, you vs. a computer dealer. Maximum displayed score is $9,999.

(SCREEN DISPLAY)

Player's cards are displayed on the lower screen and the dealer's cards on the upper screen.

Through the game, the dealer will ask a player questions. These questions will flash until a response is registered.

* **HIT OR STAND:** Do you need an additional card?
* **DOUBLE DOWN:** Do you want to double your bet?
* **BET:** Register a bet.

Others

* **WALLET:** Your wallet is displayed.
* **SHUFFLE:** Displayed when the dealer shuffles the deck.

(OPERATION KEYS)

BETx10/HIT key: A bet will be increased by $10 increments each time this button is pressed. Maximum bet is $100. The dealer will deal one additional card when this button is pressed while HIT OR STAND is flashing.

BETx1/STAND key: A bet will be increased by $1 increments each time this button is pressed. If pressed while HIT OR STAND is flashing, no additional card is dealt and the hand will be played as is.

ENTER Key: Registers a bet after setting it with BETx10 key and BETx1 key.

DOUBLE DOWN: A bet can be doubled when this is depressed while DOUBLE DOWN is flashing. (This key can only be used when a player's total wallet is more than twice the amount of a bet.)

FUNDAMENTAL RULES FOR BLACKJACK

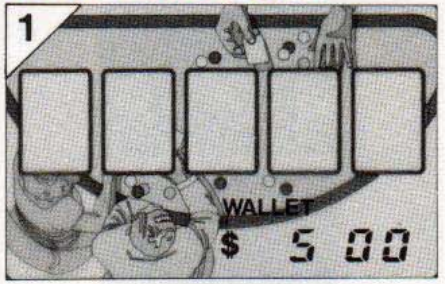
* The player (dealer or player) whose cards total exactly or closer to twenty-one (without exceeding twenty-one) is the winner. (If a player wins a hand, the amount bet is added to the wallet total. If the player loses, the amount bet is subtracted from the wallet total.)
* An (Ace) can be counted as either one or eleven.
* Face cards (kings, queens and jacks) and 10 are counted as 10.
* Other cards from 2 to 9 are counted at face value.
* The strongest hand is 21 by A and 10.

* A player loses if the card total goes over twenty-one (twenty-two or more).
* A dealer "stands" if the card total is 17 or more and will take a "hit", or draw another card if he has a count of 16 or less.
* If a dealer's first two cards total exactly twenty-one (A & 10/"Blackjack") a player loses unless the player also has 21.
* If a player's first two cards total exactly twenty-one (A & 10/"Blackjack") a player wins unless the dealer also has 21. In this case, one-half the bet is added to the wallet total.
* If the dealer's and the player's cards total to the same amount, the hand is a draw, and the wallet total remains the same.

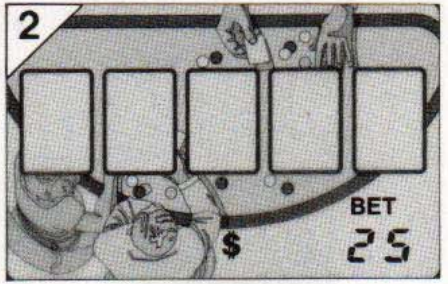
"DOUBLE DOWN"

DOUBLE DOWN will double the bet after the first two cards have been dealt. This is advantageous when two cards count to ten or eleven. DOUBLE DOWN enables a player to draw only one more card subsequently, and is possible only when a wallet total is more than twice the amount of the bet.

GAME PROCEDURES

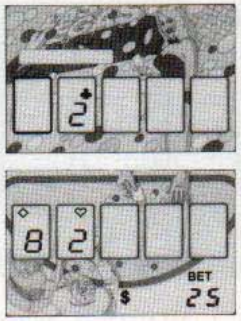


With Game A (BLACKJACK) key depressed, the current maximum wallet is displayed. With this released, a game starts and a wallet of $500 is set.



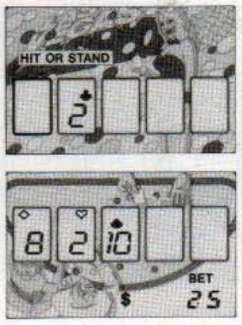
Place a bet when BET flashes. Select the desired bet with the BETx10 key and BETx1. (Maximum $100 bet). Once the dollar amount has been selected, press the ENTER key to register the bet. If you choose not to change the bet on the following hand, press the ENTER key.

3



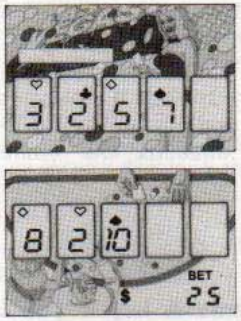
The dealer deals the first two cards. If either the player or the dealer's first two cards total 21, this is a "natural" or "blackjack" and wins the hand.

4



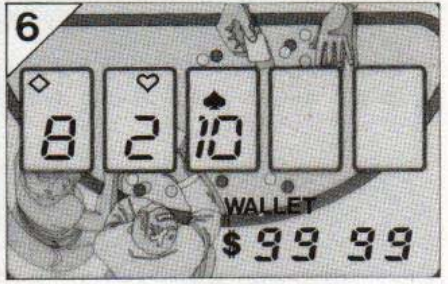
If neither hands total twenty-one, HIT OR STAND flashes to ask the player whether an additional card is needed. Press the HIT key if you need an additional card. Maximum five cards per hand. Press the STAND key if you do not.

5

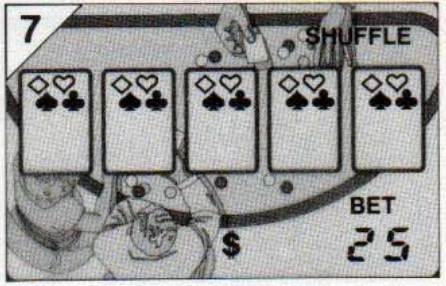


With the STAND key pressed, the dealer may deal an additional card(s).
Win or loss is judged by the computer according to the rules of Blackjack. The wallet is counted +/— automatically depending on the outcome.

6



Game is over when a player's wallet is reduced to zero, or when his wallet exceeds maximum $9999. To stop a game midway, hit TIME key. If a wallet marks a new record when a game is stopped, it is registered as a maximum wallet.



When the deck runs short, SHUFFLE is displayed and the deck is reshuffled.

8

An alarm sounds if a player's bet exceeds a wallet total, or if DOUBLE DOWN exceeds the wallet total.

9

Press Game A key if you want to know your wallet total while BET is flashing.

GAME B (Number Matching Game)

Game B provides the enjoyment of matching numbers. As the numbers quickly change from 3 thru 7, try to stop each cell on the appropriate number. It takes good timing to stop the changing numbers.

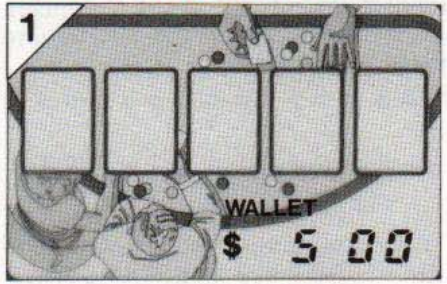
(SCREEN DISPLAY)

The lower screen is the game screen.
The upper screen displays the score per combination.

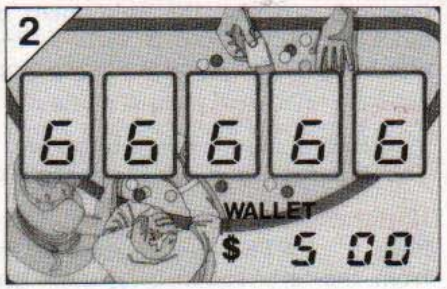
(Operation Keys)

Press the ENTER key to start a game. Changing numbers stop one by one from the left sequentially, each time BETx10/HIT key or BETx1/STAND key is pressed.

GAME PROCEDURES

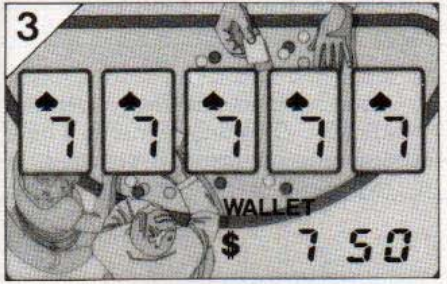


With Game B (number matching) key pressed, the current maximum wallet is displayed. When the game starts, the wallet is set at $500.

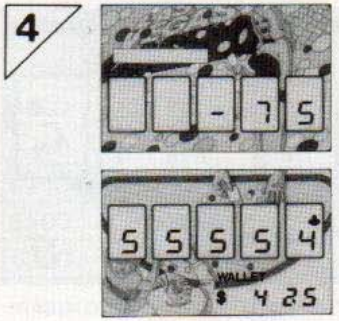


Press ENTER key to start the game. Five numbers change in the sequence of 3 4 5 6 7 3 4 . . . on the lower screen.

Figures stop from the left sequentially each time BETx10/HIT key or BETx1/STAND key is pressed.

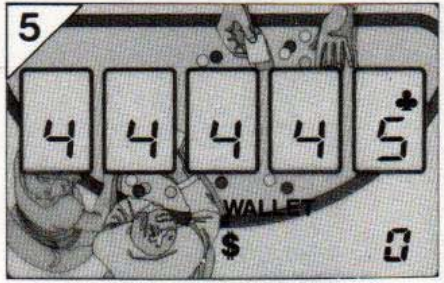


If five numbers form some combination, ♠ mark is displayed and the specified points are added to a wallet.



If the number at the right end alone is inappropriate, ♣ mark is displayed next to the number, and half the score for the intended combination is subtracted from the wallet total.

If no combination is made, $25 is automatically subtracted from the wallet.



A game is over when a player's wallet is reduced to zero, or when his wallet exceeds the maximum of $9,999.

Except for the above cases, a game can be continued with ENTER key depressed.

6

To stop a game midway, depress TIME key. If a wallet marks a new record when a game is stopped, it is registered as maximum wallet.

KIND AND SCORE OF NUMERICAL COMBINATIONS*

1	3 3 3 3 3	$50
2	4 4 4 4 4	$100
3	5 5 5 5 5	$150
4	6 6 6 6 6	$200
5	7 7 7 7 7	$250
6	3 4 5 6 7	$300
7	7 6 5 4 3	$200

* If a number at the right end alone is inappropriate, half the score of the intended combination is subtracted from a wallet.
* The larger the number, the shorter the display time.
* As more numbers are stopped from the left, the more quickly the remaining numbers change (shorter display time).

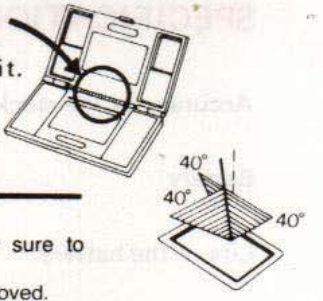
PRECAUTIONS

* Maximum displayed score is $9,999.
* When game is left for about 4 minutes with no key pressed, time display returns automatically.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to see.)
5. Be careful not to press the liquid crystal display heavily. Otherwise the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinnner, benzine or alcohol for wiping.
8. The liquid crystal may be difficult to see depending upon the angle. The best angle to view is illustrated in the figure.

9. Avoid damaging the part in circle.
10. Do not force screen open beyond intended limit. (This body does not open full 180°.)
11. Screen angle is made for best viewing.



Batteries and Liquid Crystal

Batteries

1. When batteries are removed from GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

* The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ±3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR44 or SR44)
Life of the battery	:	For clock display Approx. 6 months on LR44 For one-hour-game a day Approx. 5 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

PRINTED IN JAPAN

Nintendo Co.,Ltd.